

FIG. 3

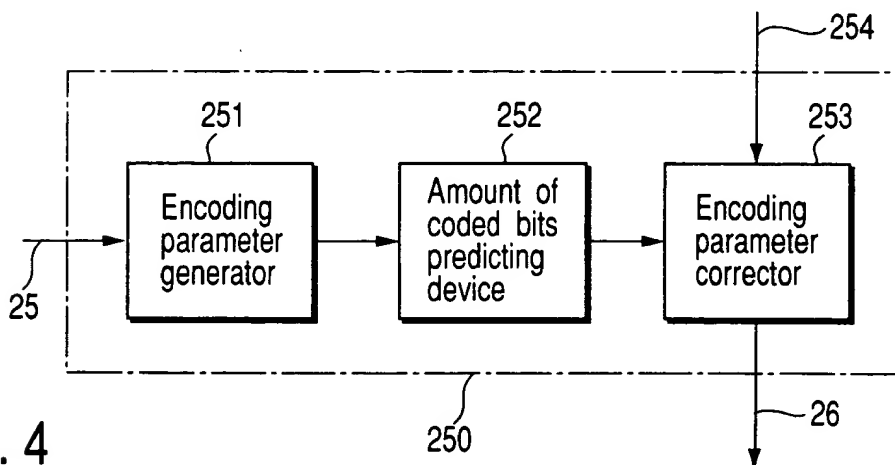


FIG. 4

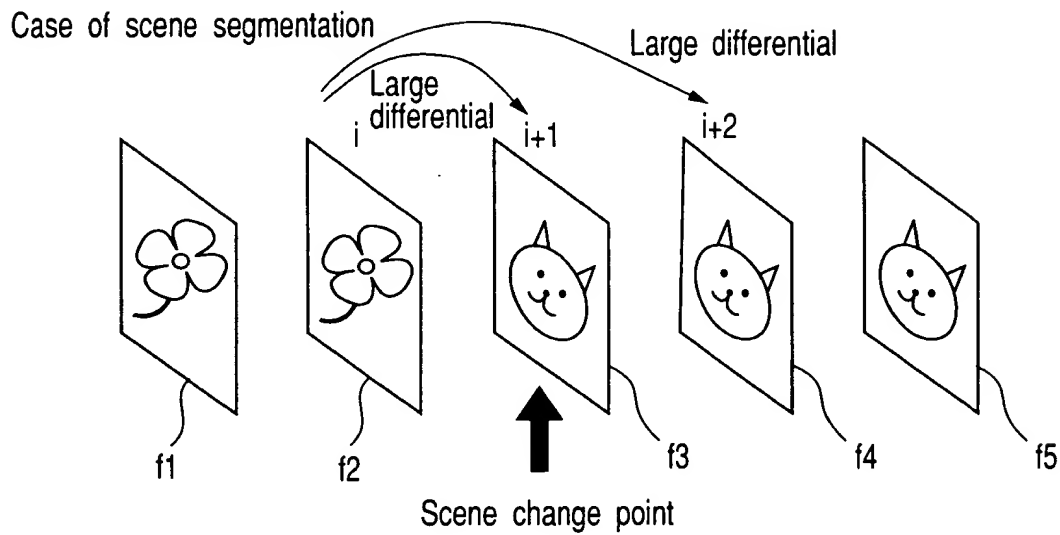


FIG. 5A

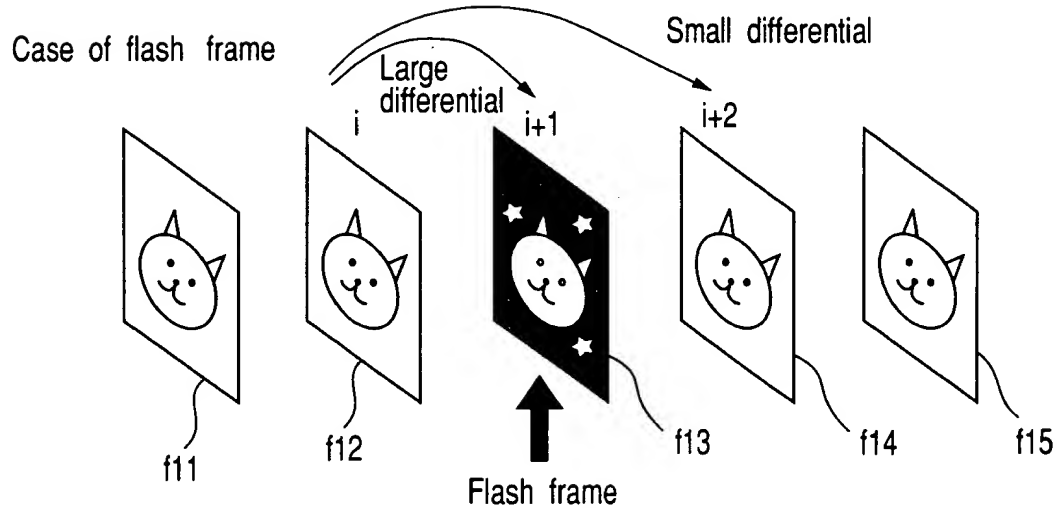


FIG. 5B

092556 081004  
100T80 9552660

Case in which almost no  
motion vector is present

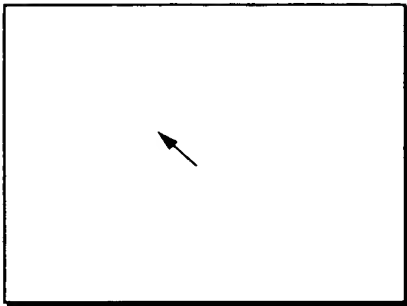


FIG. 6A

Case in which motion vectors  
in the same direction/size are  
distributed over the entire frame

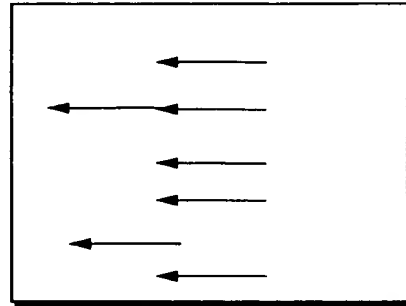


FIG. 6B

Case in which a motion vector  
partially located in frame

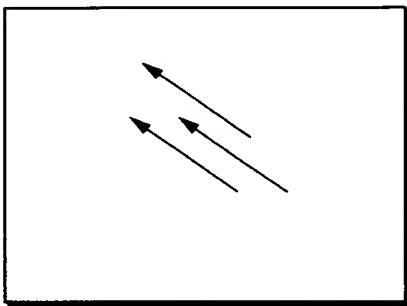


FIG. 6C

Case in which motion vectors  
are distributed in a radiation  
manner in frame

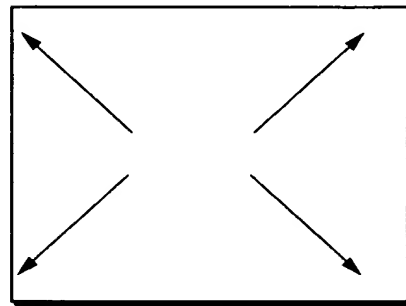


FIG. 6D

Case in which there exists a  
larger number of motion vectors  
in a frame, and directions are not  
uniform

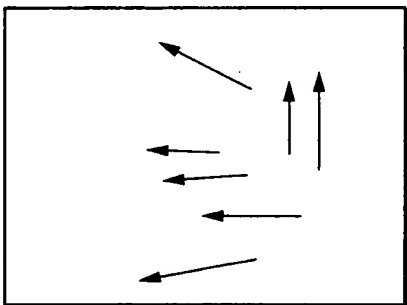


FIG. 6E

09925567.081001

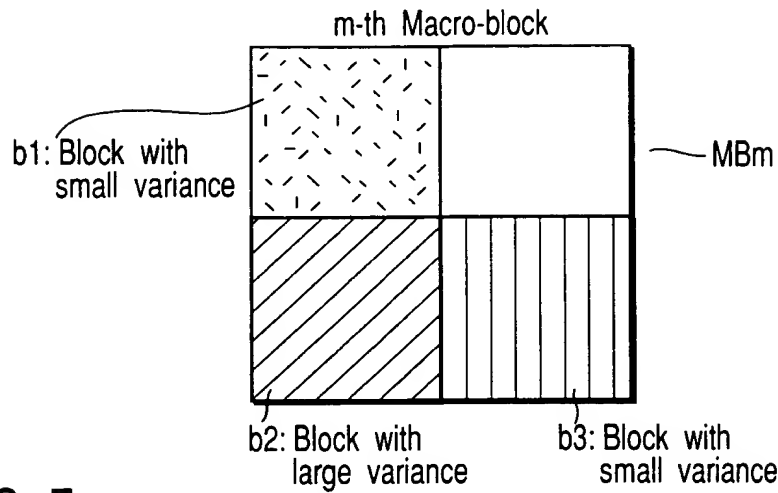


FIG. 7

Macro-block in which a mosquito noise is likely to occur

Amount of coded bits concerning I picture

Amount of coded bits "Code I"

$$\text{CodeI} = l_a * QP^l + l_b + l_c$$

Quantization step size QP

FIG. 9

Amount of coded bits concerning P picture

Amount of coded bits "Code P"

$$\text{CodeP} = P_a * \text{MeSad} + P_b$$

Residual error after motion compensation MeSad

FIG. 10

0925567.081004

FIG. 8A

FIG. 8B

**F | G. 8C**

FIG. 12

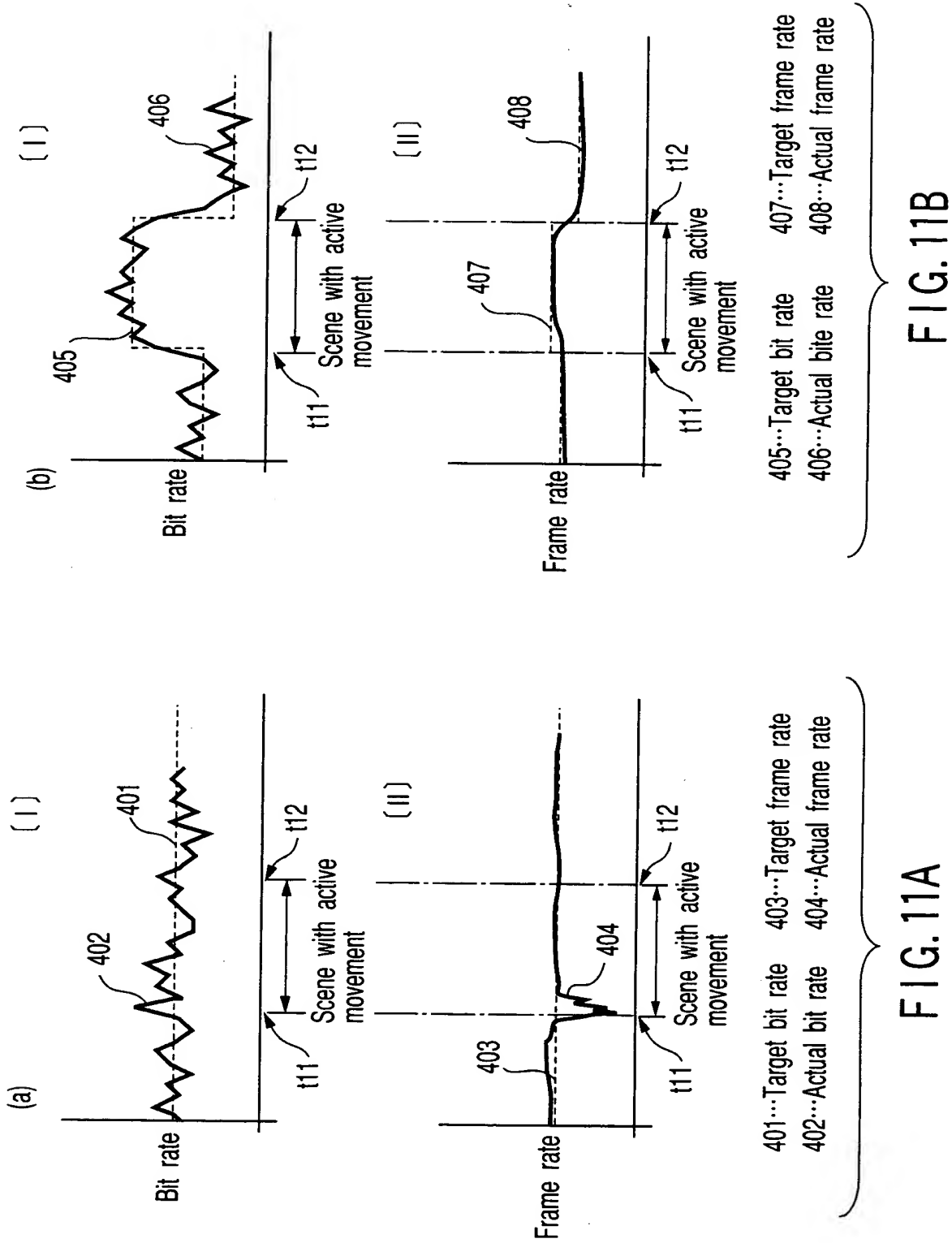


FIG. 11B

FIG. 11A